

## FRAME BUFFER CAPTURE OF ACTUAL GAME PLAY

### ABSTRACT OF THE DISCLOSURE

5       Methods and apparatus are described for capturing a game history. Execution  
of a game of chance is facilitated in a network causing generation of a plurality of  
game presentation frames capable of being presented on a multimedia display of a  
first device on the network. First frame data are received from the first device via the  
network. The first frame data represent at least a portion of the game history and  
10   include a selected one of the game presentation frames.

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